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Old 11-14-2009, 09:52 PM #1

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Default **HOWTO: deploying apps to the Zune HD**

DEPLOYING APPS TO THE ZUNE HD
A GUIDE

Here's the bad news: it isn't nearly as easy as it should be to install 3rd party apps on your Zune. But the good news is that it takes just fifteen minutes to get up and running and you only have to follow these steps once to be able to install any app in this forum.

First off, you need to secure an awesome game to load up once everything is ready to go. Once that's done, just follow the 3 steps below to extend your Zune's capabilities far beyond mere music.

1. **GET THE GOODS**
   The three packages listed below need to be downloaded and installed in order to have all the necessary components.
   a. **Visual C# 2008 Express (DOWNLOAD)**
      Visual C# 2008 Express is a free albeit limited version of Visual Studio 2008. If you already have Visual Studio 2008 installed, you can skip this step. If you're a college student, you can download the full version of Visual Studio 2008 free through DreamSpark (all students) or MSDNAA (CS/engineering students).
   b. **XNA Game Studio 3.1 (DOWNLOAD)**
      XNA Game Studio is a plugin for Visual Studio that includes the components for deploying games to the Zune.
   c. **XNA Game Studio 3.1 Zune Extensions (DOWNLOAD)**
      The extensions package is necessary for Zune HD support in XNA Game Studio. You should install this even if you have a classic Zune, as it may be required for some games.
2. **ADD YOUR ZUNE**
   Before you can start deploying apps, you need to add your Zune to the list of targets XNA knows about. To do this,
   a. Attach your Zune and ensure that the Zune software is *closed*.
   b. Open the start menu and navigate to **All Programs > Microsoft XNA Game Studio 3.1 > XNA Game Studio Device Center**.
   c. Select **Add Device**.
   d. Click the **Zune** button.
   e. Your Zune should appear in the list. Select it and click **Next**.
   f. Your Zune should enter XNA deployment mode. Once this has completed, click **Next**.
   If Device Center fails to detect your Zune, you will need to close it and start over in order for it to rescan for deployment targets. Once the steps above have been completed, your Zune will appear in Device Center and you are ready to fill your Zune to the brim with awesome free apps.
3. **LOAD 'ER UP**
   This is the part you've been waiting for. Apps can be distributed in two forms: as source code, which you open with Visual Studio, and as .ccgame packages, which you can simply double-click on. Before performing either method, ensure that your Zune is connected and that the Zune software is closed.
   a. **SOURCE CODE METHOD**
      Unzip the source code package, then find and double-click the .sln file. Next, select **Deploy Solution** from the **Build** menu. If everything goes right, Visual Studio will compile the source code and deploy each of the necessary game files.
   b. **.CCGAME METHOD**
      Double-click on the .ccgame file. Click Unpack to deploy the game files.

4. **CAVEATS**
   Note that XNA apps suffer from a number of caveats at this point that you should be aware of.
   a. **All XNA apps reboot the Zune upon exit**
      This is not a bug in the app, a technical limitation, or an oversight in the Zune firmware - and Microsoft appears to have absolutely zero interest in correcting it. Explanations for the reboot number many - theories include that the reboot is to reenable the DRM component, which is disabled when Zune apps launch, that the reboot is an anti-hacking provision, and that the reboot is to make XNA apps unpalatable to end users. No matter what the reason, there isn't yet a known way around it.
   b. **XNA apps can't access the Internet or render in 3D, despite the Zune HD's WiFi and onboard GPU**
      It's not clear whether these features are slated for XNA 4.0 or are going to be withheld indefinitely, but both are critical features whose absence is inexcusable.

   It should be noted that the apps available through Zune Marketplace, which are signed by Microsoft and therefore cannot be created by 3rd parties, appear to be exempt from all these limitations.

Despite its issues, XNA is still the only way to go when you want a real selection of *bona fide* apps for the Zune HD.

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Old 01-02-2010, 07:21 PM #2

TexanTerminator14LOL
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Thanks for the info, can't wait to see what these games will be like, by the way how long does it usually take for one app to finish unpacking

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Old 01-06-2010, 06:09 AM #3

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Zewbie

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OpenKODE Overview

Don't know if it could be useful, I found this link on nVidia's website, it seems to be an API kit for Tegra developers, and it should be compatible with Windos CE, that is the OS ZuneHD's OS is based on...
I'm not a developer, so I'm not sure it's not useless, still I wanted to signal this to you...

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